

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L3	3	((gamma and ((brightness or lightness) and (convert\$3 or convers\$3))) and (LUT or "look-up-table" or "look up table") and (color adj space)).CLM.	US-PGPUB	OR	OFF	2007/04/09 14:10

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S83	7	("4952917" "5287173" "5488434" "5561459" "5739809" "5760843").PN. OR ("6894697"). URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2007/04/09 14:08
S80	27	345/589.ccls. and (gamma and ((brightness or lightness) same (convert\$3 or convers\$3))) and (LUT or "look-up-table" or "look up table")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/09 14:08
S82	7	("4952917" "5287173" "5488434" "5561459" "5739809" "5760843").PN. OR ("6894697"). URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2007/04/09 10:09
S81	22	345/600.ccls. and (gamma and ((brightness or lightness) same (convert\$3 or convers\$3))) and (LUT or "look-up-table" or "look up table")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/09 09:52
S79	59	345/589.ccls. and (gamma and ((brightness or lightness) same (convert\$3 or convers\$3)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/09 09:52
S78	50	345/600.ccls. and (gamma near3 (adjust\$5 or transform\$4 or conver\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:36
S61	75	345/589.ccls. and (gamma near3 (adjust\$5 or transform\$4 or conver\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:36
S32	50	345/600.ccls. and (gamma near3 (adjust\$5 or transform\$4 or conver\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:36
S77	13	345/601.ccls. and ((brightness or lightness) same (convert\$4 or convers\$3)) and gamma	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/09 09:34
S75	295	345/601.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:33

EAST Search History

S69	128	358/519.ccls. and (gamma near3 (adjust\$5 or transform\$4 or conver\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:29
S74	51	(light adj valve) same (frame adj buffer)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/09 09:26
S72	19	S65 and (intensit\$3 or brightness\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:26
S71	7	358/523.ccls. and (ambient and gamma and (color adj correct\$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:26
S70	81	S69 and (intensit\$3 or brightness\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:25
S50	51	(light adj valve) same (frame adj buffer)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/09 09:25
S48	78	S46 and (intensit\$3 or brightness\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:25
S44	7	358/523.ccls. and (ambient and gamma and (color adj correct\$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:25
S67	2	348/687.ccls. and (ambient and gamma and (color adj correct\$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:24
S65	46	358/523.ccls. and (gamma near3 (adjust\$5 or transform\$4 or conver\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:24

EAST Search History

S64	18	348/687.ccls. and (gamma near3 (adjust\$5 or transform\$4 or conver\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:24
S43	18	348/687.ccls. and (gamma near3 (adjust\$5 or transform\$4 or conver\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:23
S62	56	S61 and (intensit\$3 or brightness\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:21
S59	204	345/591.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:19
S37	193	345/591.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:18
S57	12	358/519.ccls. and (ambient and gamma and (color adj correct\$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:16
S56	4	348/602.ccls. and (gamma near3 (adjust\$5 or transform\$4 or conver\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:16
S41	3	348/602.ccls. and (gamma near3 (adjust\$5 or transform\$4 or conver\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:16
S55	327	345/604.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:11
S36	306	345/604.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:11

EAST Search History

S54	19	wyatt-david.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:10
S53	8	diefenbaugh-paul.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:10
S28	3	diefenbaugh-paul.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:10
S2	15	wyatt-david.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/04/09 09:10



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1 [High dynamic range imaging](#)



Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(20.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

2 [Accurate color reproduction for computer graphics applications](#)



Bruce J. Lindbloom
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: [pdf\(5.84 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A method is presented for accurate color reproduction among a wide variety of display devices. The method is very general, in that it may be applied to virtually any color display device. Its generality has been demonstrated by application to color monitors, film recorders, electronic pre-press systems and color hardcopy devices. The algorithm has been used to accurately translate between device dependent and device independent color specifications and to translate from one device dependent color ...

3 [Achieving color uniformity across multi-projector displays](#)



Aditi Majumder, Zhu He, Herman Towles, Greg Welch
October 2000 **Proceedings of the conference on Visualization '00 VIS '00**

Publisher: IEEE Computer Society Press

Full text available: [pdf\(181.02 KB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)

Keywords: color calibration, large area display, projector graphics, tiled displays

4 Getting it off the screen and onto paper (panel session): current accomplishments and future goals



Gary W. Meyer, Ricardo J. Motta, Joann Taylor, Maureen C. Stone
August 1990 **ACM SIGGRAPH 90 Panel Proceedings SIGGRAPH '90**

Publisher: ACM Press

Full text available: pdf(11.43 MB) Additional Information: [full citation](#), [index terms](#)



5 Geometry compression



Michael Deering
September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques SIGGRAPH '95**

Publisher: ACM Press

Full text available: pdf(158.94 KB) ps(5.44 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



Keywords: 3D graphics hardware, compression, geometry compression

6 Color gamut matching for tiled display walls



Grant Wallace, Han Chen, Kai Li
May 2003 **Proceedings of the workshop on Virtual environments 2003 EGVE '03**

Publisher: ACM Press

Full text available: pdf(678.72 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents a non-parametric full-gamut color matching algorithm. Color matching is important for the seamless appearance of tiled displays. In particular we address the case where the tiled display is composed of different types of projectors or DLP projectors with white enhancement. White enhancement produces a non-additive color space that is difficult to model. We perform our calibration using an inexpensive colorimeter as opposed to a highly accurate spectroradiometer. Our results s ...



7 A perceptual framework for contrast processing of high dynamic range images



Rafal Mantiuk, Karol Myszkowski, Hans-Peter Seidel
July 2006 **ACM Transactions on Applied Perception (TAP)**, Volume 3 Issue 3

Publisher: ACM Press

Full text available: pdf(723.38 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



Image processing often involves an image transformation into a domain that is better correlated with visual perception, such as the wavelet domain, image pyramids, multiscale-contrast representations, contrast in retinex algorithms, and chroma, lightness, and colorfulness predictors in color-appearance models. Many of these transformations are not ideally suited for image processing that significantly modifies an image. For example, the modification of a single band in a multiscale model leads t ...

Keywords: Visual perception, contrast discrimination, contrast masking, contrast processing, high dynamic range, tone mapping, transducer







8 A multiscale model of adaptation and spatial vision for realistic image display






-  Sumanta N. Pattanaik, James A. Ferwerda, Mark D. Fairchild, Donald P. Greenberg
July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques SIGGRAPH '98**
Publisher: ACM Press
Full text available:  [pdf\(1.59 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: adaptation, realistic imaging, spatial vision, tone reproduction, visual perception




- 9 High dynamic range texture compression for graphics hardware 
 Jacob Munkberg, Petrik Clarberg, Jon Hasselgren, Tomas Akenine-Möller
July 2006 **ACM Transactions on Graphics (TOG) , ACM SIGGRAPH 2006 Papers SIGGRAPH '06**, Volume 25 Issue 3
Publisher: ACM Press
Full text available:  [pdf\(5.07 MB\)](#)  [mov\(17:57 MIN\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we break new ground by presenting algorithms for fixed-rate compression of high dynamic range textures at low bit rates. First, the S3TC low dynamic range texture compression scheme is extended in order to enable compression of HDR data. Second, we introduce a novel robust algorithm that offers superior image quality. Our algorithm can be efficiently implemented in hardware, and supports textures with a dynamic range of over $10^9:1$. At a fixed rate of 8 bits per pixel, w ...

Keywords: graphics hardware, high dynamic range images, image compression, texture compression

- 10 The versatility of color mapping 
 Samuel P. Uselton, Mark E. Lee, Randy A. Brown
October 1986 **Proceedings of the 1986 workshop on Applied computing SAC '86**
Publisher: ACM Press
Full text available:  [pdf\(412.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)





Extracting information from large amounts of data by using tables of numbers is difficult. Often, such data can be presented more effectively with graphics. The reduction in the cost of memory has allowed more powerful display systems to provide for the simultaneous display of hundreds, thousands, and even millions of colors. Effective and efficient manipulation of the colors in the display system is necessary to manage the use of such a large number of colors. These extended color capabili ...

- 11 A framework for realistic image synthesis 
 Donald P. Greenberg, Kenneth E. Torrance, Peter Shirley, James Arvo, Eric Lafortune, James A. Ferwerda, Bruce Walter, Ben Trumbore, Sumanta Pattanaik, Sing-Choong Foo
August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques SIGGRAPH '97**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available:  [pdf\(28.94 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: light reflection, perception, realistic image synthesis

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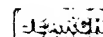
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1 [Color science and color appearance models for CG, HDTV, and D-CINEMA](#)



Charles Poynton, Garrett Johnson

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(1.46 MB)

Additional Information: [full citation](#), [abstract](#)

This course introduces the science behind image digitization, tone reproduction, and color reproduction in computer generated imagery (CGI), HDTV, and digital cinema (D-cinema). We detail how color is represented and processed as images are transferred between these domains. We detail the different forms of nonlinear coding ("gamma") used in CGI, HDTV, and D-cinema. We explain why one system's *RGB* does not necessarily match the *RGB* of another system. We explain color specification ...

2 [Achieving color uniformity across multi-projector displays](#)



Aditi Majumder, Zhu He, Herman Towles, Greg Welch

October 2000 **Proceedings of the conference on Visualization '00 VIS '00**

Publisher: IEEE Computer Society Press

Full text available: pdf(181.02 KB)

Additional Information: [full citation](#), [citations](#), [index terms](#)

Keywords: color calibration, large area display, projector graphics, tiled displays

3 [Color gamut matching for tiled display walls](#)



Grant Wallace, Han Chen, Kai Li

May 2003 **Proceedings of the workshop on Virtual environments 2003 EGVE '03**

Publisher: ACM Press

Full text available: pdf(678.72 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents a non-parametric full-gamut color matching algorithm. Color matching is important for the seamless appearance of tiled displays. In particular we address the case where the tiled display is composed of different types of projectors or DLP projectors with white enhancement. White enhancement produces a non-additive color space that is difficult to model. We perform our calibration using an inexpensive colorimeter as opposed to a highly accurate spectroradiometer. Our results s ...


4 The SAGE graphics architecture



Michael Deering, David Naegle

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH '02**, Volume 21 Issue 3

Publisher: ACM Press

Full text available:  pdf(17.26 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


The Scalable, Advanced Graphics Environment (SAGE) is a new high-end, multi-chip rendering architecture. Each single SAGE board can render in excess of 80 million fully lit, textured, anti-aliased triangles per second. SAGE brings high quality antialiasing filters to video rate hardware for the first time. To achieve this, the concept of a frame buffer is replaced by a fully double-buffered sample buffer of between 1 and 16 non-uniformly placed samples per final output pixel. The video output ra ...

Keywords: anti-aliasing, frame buffer algorithms, graphics hardware, graphics systems, hardware systems, rendering hardware, video

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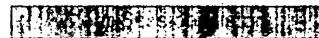
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#2 (((color space) <and> (lut or look up table) <and> (backlight)) <in>metadata)



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9 results found in the Worldwide database for:
(gamma and "color conversion" and LUT) in the title or abstract
(Results are sorted by date of upload in database)

- 1 INKJET RECORDER, IMAGE PROCESSING METHOD, AND CONTROL PROGRAM**
Inventor: KATO MASAO; YANO KENTARO; (+2) Applicant: CANON KK
EC: B41J2/21B2; H04N1/60D3 IPC: **B41J2/01; B41J2/205; B41J2/21** (+11)
Publication info: **JP2004082710** - 2004-03-18
- 2 Display measuring method and profile generating method**
Inventor: MURASHITA KIMITAKA (JP) Applicant: FUJITSU LTD (JP)
EC: G09G5/02; H04N1/60F3 IPC: **G09G5/02; H04N1/60; G09G5/02** (+2)
Publication info: **US2003142110** - 2003-07-31
- 3 IMAGE PROCESSOR AND ITS METHOD**
Inventor: NAMIGATA TAKESHI Applicant: CANON KK
EC: IPC: **B41J2/52; B41J2/525; G06T1/00** (+18)
Publication info: **JP2003125223** - 2003-04-25
- 4 ENDOSCOPE DEVICE**
Inventor: ATONO KAZUHIRO; NONAMI TETSUO Applicant: OLYMPUS OPTICAL CO
EC: IPC: **A61B1/04; H04N7/18; H04N9/04** (+6)
Publication info: **JP2002034908** - 2002-02-05
- 5 DATA CONVERSION METHOD AND IMAGE PROCESSING APPARATUS**
Inventor: SUGIURA HIROAKI Applicant: CANON KK
EC: IPC: **B41J5/30; G06T5/00; G09G5/06** (+15)
Publication info: **JP2001285663** - 2001-10-12
- 6 DEVICE AND METHOD FOR PROCESSING IMAGE, RECORDING MEDIUM FOR IMAGE PROCESSING INFORMATION AND GENERATING METHOD THEREFOR**
Inventor: SUWA TETSUYA Applicant: CANON KK
EC: IPC: **G06T1/00; G06T1/00; (IPC1-7): G06T1/00**
Publication info: **JP2001043346** - 2001-02-16
- 7 COLOR CONVERTER**
Inventor: KANAMORI KATSUHIRO; KAWAKAMI HIDEHIKO; (+1) Applicant: MATSUSHITA ELECTRIC IND CO LTD
EC: IPC: **G03F3/08; G06T1/00; G06T5/00** (+13)
Publication info: **JP4021191** - 1992-01-24
- 8 COLOR CONVERSION METHOD**
Inventor: KATO MASATOSHI; TANAKA NORIKO; (+1) Applicant: MITSUBISHI ELECTRIC CORP
EC: IPC: **H04N1/387; G06T1/00; H04N1/46** (+8)
Publication info: **JP3018179** - 1991-01-25
- 9 METHOD AND APPARATUS FOR COLOR CONVERSION DISPLAY**
Inventor: AKIBA PII GABOORU Applicant: SCITEX CORP LTD
EC: H04N1/60B IPC: **H04N9/00; G06T1/00; G09G5/04** (+14)
Publication info: **JP2016876** - 1990-01-19

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**1 DIGITAL CAMERA CAPABLE OF ADJUSTING WHITE BALANCE IN
ACCORDANCE WITH VARIATION OF LIGHT SOURCE**

Inventor: LEE BONG SEON (KR)

Applicant: SAMSUNG TECHWIN CO LTD (KR)

EC:

IPC: **H04N5/225; H04N5/225; (IPC1-7): H04N5/225**

Publication info: **KR20010046326** - 2001-06-15

**2 DEVICE AND METHOD FOR PROCESSING IMAGE, RECORDING
MEDIUM FOR IMAGE PROCESSING INFORMATION AND GENERATING
METHOD THEREFOR**

Inventor: SUWA TETSUYA

Applicant: CANON KK

EC:

IPC: **G06T1/00; G06T1/00; (IPC1-7): G06T1/00**

Publication info: **JP2001043346** - 2001-02-16

**3 METHOD AND DEVICE FOR PROCESSING COLOR FOR USING TWO-
DIMENSIONAL CHROMATICITY SEPARATION**

Inventor: RI SEITOKU; KIN SHIYOUYOU

Applicant: SAM SUNG ELECTRONIC

EC: **H04N9/73**

IPC: **H04N9/64; G06T1/00; H04N1/46 (+8)**

Publication info: **JP9200790** - 1997-07-31

4 COLOR IMAGE REPRODUCING DEVICE

Inventor: USAMI AKIHIRO

Applicant: CANON KK

EC:

IPC: **G03G15/01; H04N9/79; G03G15/01 (+3)**

Publication info: **JP3219273** - 1991-09-26

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color space gamma backlight

AND

AND

conversion converting converted converter convert

OR

AND

LUT "look up table" "look-up-table"

OR

AND

Date of publication of application --- e.g. 19980401 - 19980405

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IPC --- e.g. D01B7/04 A01C11/02

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One letter word or Stopwords are not searchable.

color space gamma

AND

AND

conversion converting converted converter convert

OR

AND

LUT "look up table" "look-up-table"

OR

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No.	Publication No.	Title
1.	<u>2005 - 222327</u>	COLOR SIGNAL PROCESSOR AND DISPLAY DEVICE
2.	<u>2004 - 038693</u>	DATA CONVERTING METHOD AND IMAGE PROCESSING DEVICE
3.	<u>2001 - 094788</u>	IMAGE FORMING DEVICE
4.	<u>2000 - 285225</u>	METHOD FOR PROCESSING IMAGE BY COMPUTER
5.	<u>2000 - 137805</u>	PROCESSOR AND METHOD FOR IMAGE PROCESSING
6.	<u>11 - 088670(1999)</u>	IMAGE-PROCESSING UNIT AND ITS METHOD
7.	<u>10 - 011021(1998)</u>	FULLY DIGITAL DISPLAY DEVICE
8.	<u>09 - 186906(1997)</u>	CONVERTER AND COLOR CONVERTER
9.	<u>09 - 186897(1997)</u>	DEVICE AND METHOD FOR IMAGE PROCESSING
10.	<u>09 - 186863(1997)</u>	METHOD AND DEVICE FOR IMAGE PROCESSING
11.	<u>09 - 139842(1997)</u>	IMAGE PROCESSING METHOD
12.	<u>09 - 037091(1997)</u>	DEVICE AND METHOD FOR PROCESSING IMAGE
13.	<u>07 - 177367(1995)</u>	COLOR IMAGE RECORDER
14.	<u>06 - 030272(1994)</u>	DEVICE AND METHOD FOR PROCESSING IMAGE
15.	<u>05 - 143722(1993)</u>	IMAGE FORMING DEVICE
16.	<u>03 - 229573(1991)</u>	COLOR CONVERSION DEVICE
17.	<u>63 - 307953(1988)</u>	GRADATION CONVERTER
18.	<u>58 - 150375(1983)</u>	VIDEO SIGNAL PROCESSOR